APPLE II+, IIe, IIc
Computer programs for Bible learning fun

# BIBLE LEARNING 1·2·3

Timeless Truth through Modern Technology

# Paul's Missionary Journeys

## 14 Bible Stories

V. GILBERT BEERS
RONALD BEERS

# How it works...

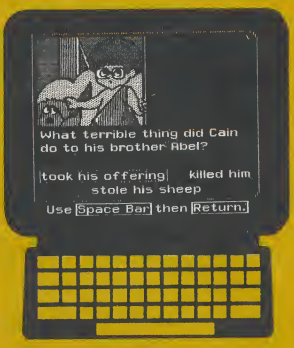
**A.** After entering your name you are asked which of the stories you want to read. Use the SPACE BAR to move the highlighted area from story to story. When the story you have chosen is highlighted press RETURN.

**B.** You next must choose the level at which you want the questions asked. **1. Tough.** Starts you in the Minor Leagues. But every good player starts here. Right? **2. Very Tough.** Moves you up into the Majors. After you master the Minors, you deserve to move up to this level. **3. Super Tough.** Takes you up to the All Stars. When you're ready to play at this level, you're really good!

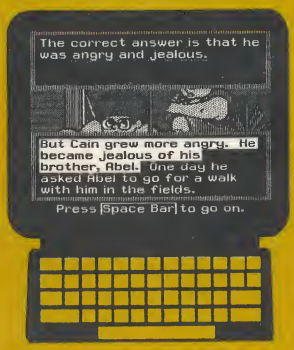
Use the SPACE BAR to select your level then press RETURN.

**C.** The Bible story you have selected appears on the screen along with a picture that relates to the story. Use the SPACE BAR to advance to the next screen or the letter "B" to go back to the previous screen.

**D.** When you have completed the story, you are asked 6 questions at the level you previously selected. Use the SPACE BAR to move the box over the answer you think is correct. Then press RETURN.




**E.** If your answer is correct, press the SPACE BAR to go to the next question. If your choice is incorrect, you are "taken back to the story" and shown the screen with the correct answer. The sentence that contains the correct answer is highlighted. You are also shown a panel that further explains why that answer is correct. Press the SPACE BAR to return to the questions.




If, after answering all 6 questions, you have answered at least 5 correctly, you will see the story come to life in some unexpected way.

# Programs currently available for Apple and Commodore computers

## Series 1

1. **Early Heroes of the Bible** (Apple 1874-3) (Commodore 0879-4)
2. **Searching for a King** (Apple 0875-1) (Commodore 0880-8)
3. **The Boy Jesus** (Apple 0877-8) (Commodore 0881-6)
4. **The Early Church** (Apple 0878-6) (Commodore 0882-4)

## Series 2

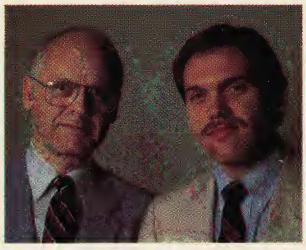
5. **Moses and the Wilderness Wanderings** (Apple 0891-3) (Commodore 0892-1)
6. **A Week That Changed the World** (Apple 0894-8) (Commodore 0895-6)
7. **Paul's Missionary Journeys** (Apple 0896-4) (Commodore 0897-2)
8. **Israel's Golden Years** (Apple 0898-0) (Commodore 0899-9)

**The Baker Street Kids** are a fun-loving bunch who enjoy nothing more than dressing up as Bible characters and acting out their favorite Bible Stories. Our cast will challenge you with their 3 levels of Bible questions (tough, very tough, super tough), their 3 steps to Bible answers (say it, check it, correct it), and their 3 kinds of Bible learning (recall, understand, discover). They will delight you with their unexpected animations when you master one of the stories. All of the stories are based directly on Scripture and are written especially for this program by V. Gilbert Beers and Ronald Beers. The hope of everyone involved with Baker Street is that you will both learn and enjoy from this unique presentation of these important Bible truths.

# Computer Programs for Bible Learning Fun

## To Parents and Teachers

This is perhaps the most unusual and effective Bible learning program you have ever seen. The Baker Street Kids dress up and act out Bible stories, faithfully retold from the Scriptures. To reinforce Bible learning, questions appear following each story. There are 3 levels of Bible questions: tough, very tough, and super tough. We call these three levels Bible Questions 1•2•3. Answers come in 3 steps: say it, check it, and correct it. We call these Bible Answers 1•2•3. Then we focus on 3 kinds of Bible learning: recall, understand, and discover. We call this Bible Learning 1•2•3. These 3 important educational features each have 3 easy-to-use parts. It's as simple as 1•2•3.



V. Gilbert Beers and Ronald Beers are a father/son team who have authored many books for children and co-edited a number of books for families. V. Gilbert Beers is President of Christianity Today Institute and Ronald Beers is Editorial Director, Youth for Christ, U.S.A.

## This Program includes:

### Paul's Missionary Journeys

- 1601: **Paul Begins His Travels for Jesus,** Acts 13
- 1602: **Paul and Barnabas Are Mistaken for Gods,** Acts 14
- 1603: **The Macedonian Call,** Acts 16:1-10
- 1604: **Timothy's Family and Home,** Acts 16:1-4; 2 Timothy 1:5
- 1605: **Lydia Becomes a Believer,** Acts 16:11-15
- 1606: **The Prison at Philippi,** Acts 16:16-40
- 1607: **The Bereans Accept Paul,** Acts 17:10-14
- 1608: **Paul at Mars Hill,** Acts 17:16-34
- 1609: **Books of Evil Burned,** Acts 19:17-20
- 1610: **Diana of the Ephesians,** Acts 19:23-41
- 1611: **Eutychus Falls from a Window,** Acts 20:6-12
- 1612: **Paul Is Arrested,** Acts 21:17–23:35
- 1613: **Paul before Governors & Kings,** Acts 24:1–26:32
- 1614: **Paul Sails and Is Shipwrecked,** Acts 27:1–28:10
- 1615: **Paul at Rome,** Acts 28:11-31

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# Paul's Missionary Journeys

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